
PlayStation
THE KING OF
FIGHTERS '97
TM
SNK

GREETINGS

Thank you for purchasing the PlayStation exclusive software 『The King of Fighters '97.』 Please read this manual carefully before playing and use it correctly. Please keep this manual in a safe place.

★Please also read the instruction manual for the PlayStation itself.

★ This manual uses some screen shots from the arcade version for explanation purposes.

CONTENTS



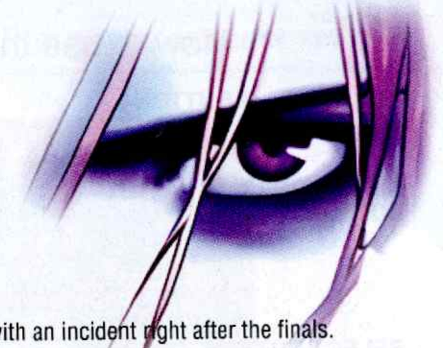
In this game, you can use a separately sold memory card to save game progress data, ranking data, survival mode scores, option menu settings, etc. However, please observe the following precautions.

- Insert the memory card before turning on the PlayStation console.
- Do not insert or remove the memory card during the game.

For Japan Only | 1 or 2 Players | Memory Card 1 block

SLPM 86084

PROLOGUE



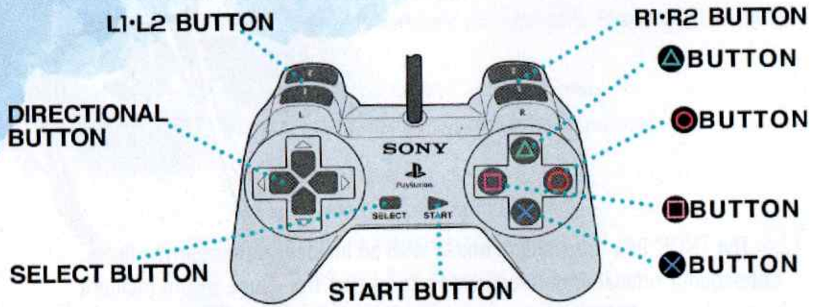
The 「KOF' 96」 tournament ended with an incident right after the finals. Subsequent official announcements stated that the cause of the incident was terrorist activity by someone, but it remained a mystery as to who had committed the act and why.

The following year, in 1997, several large corporations, hoping to capitalize on the success of the previous tournament and the fighting boom that had emerged, came forward as sponsors, and it was decided to hold the 「KOF' 97」 tournament.

As soon as the announcement of 「KOF' 97」 was announced, fighters from all over the world gathered at each qualifying venue. As fierce battles unfolded, KOF arenas were built around the world in parallel. Against this backdrop, expectations for the 「KOF' 97」 tournament continued to rise.

And on the day of the tournament. Which team will be crowned 「The King of Fighters」? Also, will this tournament be filled with unexpected accidents like last time? The whole world will be watching. Inside, the battle is finally about to begin...

How to use the Controller



START BUTTON	start / pause (press again to cancel) / joins in the match
SELECT BUTTON	taunt / provocation
DIRECTIONAL BUTTON	Character's basic movements / selection of modes, items, etc.
✕ BUTTON	Light Punch
○ BUTTON	Light Kick / Decision of selection
□ BUTTON	Strong Punch
△ BUTTON	Strong Kick
L1·L2 BUTTON	Let's not use
R1·R2 BUTTON	Let's not use

※The operations introduced here are for basic settings.

※Controller operation settings are available in the option menu.
You can change it with 「CONTROLLER SET」. P17

※The operations in the art gallery are different from the operations introduced here. P15

Explanation of the game screen



Health Gauge: Represents the remaining physical strength. Orange is the health gauge for Advanced mode, yellow is for Extra mode. In addition, in extra mode, when the remaining amount runs low, the gauge will flash and you can use a super special move.

Characters used: Displays the character currently in use.

Other team members: Who are unable to fight are marked with an X

Time remaining: Time limit for 1 round. When it reaches 0, the winner or loser will be decided based on the remaining health.

AdvancedPower Gauge: This is an advanced mode power gauge. P12

Extra Power Gauge: This is a power gauge in extra mode. P12

How to start the game

Press the start button during the opening demo.

①Main menu screen



Select「GAME START」from the following three menus using the up and down direction. Please select and confirm with the ● button.

- **GAME START**········ Game starts. Proceed to the mode selection screen.
- **PRIVATE MODE**····· Private mode. You can enjoy art galleries and more. P15
- **OPTION**·················· Option menu. You can change various game settings. P16～18

②Mode select screen

Select the game mode using the up and down direction keys and confirm with the ● button.



TEAM PLAY [Team play mode]
A team battle will be held against the CPU.

TEAM VS [Team VS mode]
Two people will compete in a team battle.

SINGLE PLAY [Single play mode]
A single battle will be held against the CPU.

SINGLE VS [Single VS mode]
Two people will compete in a single battle.

SURVIVOR SCORE [Survivor Mode Score Attack]
Fight against all CPU characters using a single health gauge and compete for the highest score when clearing the game. P13

SURVIVOR TIME [Survivor Mode Time Attack]
Fight against all CPU characters with one health gauge and compete for the clear time. P13

PRACTICE [Practice Mode]
You can practice character operations such as special moves and continuous moves. P14

EXIT
Return to the main menu screen.

③SELECTION OF OPERATION MODE

Select the operation mode using the up/down/left/right direction keys, Please confirm with the ● button.



- **ADVANCED** [Advanced mode] This is an operation mode for advanced users. P10～12
- **EXTRA** [Extra mode] This is an easy-to-play operation mode even for beginners. P10～12

④SELECT TEAM MEMBERS



Select three characters to use. Select one person at a time using the arrow keys up, down, left, and right, then press the ● button to confirm. In addition, in the case of Single Battle, the match starts when one character is selected. It's the beginning.

⑤DECIDING AN ORDER



Decide the order in which players will participate in the match. Starting from the first person, use the direction keys to select, select with the left or right button, and confirm with the ● button. Please note that the order of participation can be changed for each stage.

⑥GAME STARTS!!

■HOW TO START A TWO-PLAYER MATCH BY JOINING MIDWAY (INTERRUPTING)

During a CPU battle (team play mode or single play mode), the controller that is not being used Press the start button to switch to a two-player match.

■IF YOU LOSE THE MATCH...

If you lose a match in a CPU battle (team play mode or single play mode), the screen will change to a continue menu screen or a new screen. Use the up and down direction keys to select, and press the ● button to confirm.

CONTINUE	Continue, restart the game with the same settings as when you lost.
CHARACTER SELECT	You can change character selection, operation mode, character, and order and restart the game.
DATA SAVE	You can save the data curve and the progress data up to the point of losing.
EXIT	After completing the game over demo, you will be taken to the main menu screen.



■ABOUT DATA BACKUP

You can save and load game progress data using an optional memory card. Insert the memory card before turning on the PlayStation console.

[To save data ...]

When you select and confirm 「DATA SAVE」 on the continue menu screen, the save selection screen will be displayed. Select 「YES」 using the left and right arrow keys and confirm with the ● button.

[To load data ...]

When you select team play mode or single play mode on the mode selection screen, the load check screen will be displayed. At this time, select 「YES」 using the left and right direction keys, and press the ● button to continue playing from where you left off.

ABOUT THE BATTLE RULES

FOR 3 VS 3 TEAM BATTLE

① The first players from both teams will play against each other in one round.
② Once the battle is decided, the loser will be replaced by the second person, and the winner will remain and continue fighting, inheriting the remaining health from the previous round.
(The victor's physical strength will be slightly restored by the victory bonus and time bonus)
③ The team that defeats the third person first wins the match and advances to the next match.

FOR 1V1 SINGLE BATTLE

It's a 3-round match, and the player who wins 2 rounds first will be the winner.
As each round is resolved, both players recover their overall strength and proceed to the next round.
※The number of battle rounds can be changed using 「SINGLE PLAY ROUNDS」 (option menu). P16



■ About Advanced Power Gauge

In advanced mode, the power gauge at the bottom of the screen increases each time you perform a special move or land an attack, and when it is full, one green power MAX point lights up next to the gauge and you can use a super move. state. Up to three of these points will light up, and if you press the"⊗.●.● buttons at the same time when they are lit", one point will be consumed and the character will be in the power MAX state for a certain period of time (Power MAX activation). If you have at least one point remaining when activating Power MAX, you can use "Power MAX Super Special Move".



3. EXTRA MODE UNIQUE OPERATIONS

■Special operations (when the character is facing right)

Dodge Attacks	⊗ ● simultaneously	Dodge attacks on the spot. (Excluding throwing techniques)
Dash (one step jump)	quickly ➡ ➡	Jump forward and quickly close the gap.
Super Jump	tap ⬇ then press ⬉ or ⬈	Jumps farther than normal.

■ About the Extra Power Gauge

In extra mode, if you keep pressing the "⊗.●.● buttons at the same time", the power gauge at the bottom of the screen will increase (for power). When the gauge is full, the character will automatically reach maximum power for a certain period of time and be able to use super special moves. Furthermore, when the health gauge is blinking while the power is at max, you can perform a "power max super special move".



ABOUT SURVIVOR MODE

This mode is a CPU battle, in which the player selects one character to use and takes on all the CPU characters that appear in the game using one health gauge. There will be a knockout battle, but there are two types: Score Attack, where you compete for points until you defeat everyone, and Time Attack, where you compete for the clear time.

■How to start survivor mode

First, select 「SURVIVOR SCORE」 using the up and down arrow keys on the mode select screen, or select 「SURVIVOR TIME」 and press the ● button to confirm. Next, when the screen changes to the character selection screen, use the up/down/left/right direction keys to select the character you want to use, and press ● to start the match.

Survivor mode special rules

- All matches will be played in one round.
- When you win a match, you will recover some physical strength and fight the next opponent.
- If the health gauge reaches 0 during the game, the game is over at that point.
- If you defeat all CPU characters, the game will be cleared.

《Save ranking data》

Once you clear Survivor mode, you can save your results. Select 「YES」 using the direction keys and confirm with the ● button.

ABOUT PRACTICE MODE

After selecting and confirming 「PRACTICE」 on the mode select screen, select the operation mode, character to use, and character to practice with on the character select screen. Select with the direction keys up/down/left/right, and press the ● button to confirm. Next, when the practice menu screen appears, you can change the training partner's status and game conditions and start practicing.



■Operation of the practice menu screen

Use the up and down arrow keys to select an item, and use the left and right buttons to change settings.

ACTION	You can choose the training partner's state from standing, crouching, or jumping.
GUARD	Set whether the training partner does not block the attack or defends after receiving a blow.
COUNTER	You can set whether or not there is a counter. (ON→Yes/OFF→No)
POWER MAX	When set to ON, the power gauge will always be at MAX in Extra mode, and 3 MAX power points will always be lit in Advanced mode. OFF remains normal.
PRACTICE START	Press the ● button to start practicing.
EXIT	Press the ● to return to the mode selection screen.

《Practice mode interruption》

If you press the start button to pause during practice, the following Practice Bose menu will appear on the screen. Use the up and down direction keys to select, and press the ● button to confirm.

- ●CONTINUE ············ Continue practicing.
- ●CHARACTER CHANGE ···· You can change your character.
- ●PRACTICE MENU ············ Return to the practice menu screen.
- ●EXIT ···························· Return to the main menu screen. (Practice finished)



HOW TO ENJOY PRIVATE MODE

When the main menu screen is displayed, use the up and down direction keys to select 「PRIVATE MODE」 and press the ● button to confirm, and the screen will change to the private mode menu screen. Here, you can view original monochrome setting drawings, deformed illustrations, color illustrations, etc. in the art gallery, and see promotions for the PlayStation version of 「The King of Fighters Kyo.」 You can also watch movies. Select the item you want to see using the up and down direction keys, and press the ● button to confirm.

- ●ART GALLERY ························ Contains monochrome illustrations.
- ●ART GALLERY 2 ···················· Contains color illustrations.
- ●THE KING OF FIGHTERS"京" ··· PlayStation version of the KOF series. A new trailer movie will be played.
- ●EXIT ··································· Returns to the main menu screen.



■About the operation of the art gallery screen

● button	Progress through illustrations
⊗ button	Backwards illustration
■ button	BGM forwarding
▲ button	BGM backwards
Select button	End (return to private mode menu screen)

※Art Gallery 2 only: You can toggle whether or not to display text on the screen using the R1 button.


ART GALLERY


ART GALLERY 2

ABOUT THE OPTION MENU

When you are on the main menu screen, use the up and down direction keys to select 「OPTION」 and press the ● button to select 「OPTION」, then the screen will change to the option menu screen where you can change various settings for the game. I hope you don't have to worry too much about it. Use the up and down direction keys to select items, use the left and right keys to change settings, and press the ● button to confirm.

●LEVEL SELECT:

You can change the strength of your CPU character to 8 levels. The strength increases in the order of 1 □ 8.

●PLAY TIME:

You can change the game time. 「NORMAL」 is normal, 「∞」 is unlimited time.

●STAGE SELECT:

Fixed the stage exclusively for two-player matches to reduce loading time. In OFF, the stage changes for each match.

●SHORT CUT:

When turned on, you can reduce the number of low playbacks in CPU battles (team play mode or single play mode) by omitting demos, etc. OFF is a normal CPU battle.

●POWER MAX:

When set to ON, the power gauge will always be at MAX when in Extra mode, and when in Advanced mode, 3 MAX power points will always light up. When set to OFF, the power gauge will always be at MAX. It's still there.

●SINGLE PLAY ROUNDS:

You can select the number of rounds for the single battle from 1, 3, or 5.

●CONTROLLER SET:

Press the ● button to change to the controller set screen. P17

●SOUND SET:

Press the ● button to change to the sound set screen. P18

●MEMORY CARD:

Press the ● button to change to the memory card menu screen. P18

●EXIT:

Press the ● button to return to the main menu screen.



■About controller set

When you select and confirm 「CONTROLLER SET」 on the option menu screen, the character control type selection menu will be displayed. Select the 1P side and 2P side using the up and down direction keys, then press the ● button to confirm.

▼Type selection menu



NORMAL	L1·L2·R1 Operation according to the basic settings without using the R2 button at all. P10-12
SIMPLE	Special operations are assigned to each of the L1·L2·R1 and R2 buttons to complete the following steps. The basics of button assignment are as follows.
	R1 → Blow attack / R2 → Emergency/Attack avoidance / L1 → Power MAX activation/Full power / L2 → Provocation/support attack
SPECIAL	Assign each character's special move to each of the L1·L2·R1·R2 buttons. For special move button assignments, please see the command table starting on page 19.
EXIT	Return to the option menu screen.

After selecting the type, proceed to the key settings, where you can change the operation settings for the controller's buttons. Select the operation setting you want to change using the up and down arrow keys, then press the button you used. After finishing, select 「EXIT」 with the up/down arrow keys, confirm with the ● button, return to the selection screen, and then select 「EXIT」 from the type selection menu. Select/confirm and return to the option menu screen.

▼Key setting



※The photo shows the key setting screen when the 1P side selects 「SPECIAL」 in the controller set.

■About sound sets



When you select「SOUND SET」on the option menu screen, the sound set screen will appear. Use the up and down keys to select an item, and use the left and right keys to change the settings.

SOUND MODE	Audio output setting. You can set the TV's audio output to either monaural or stereo.
VOLUME SET	You can change the volume of「BGM」and「S.E (sound effect)」in 9 levels each.
EXIT	If you confirm with the ○ button, you will return to the option menu screen.

■About the memory card menu

When you select and confirm「MEMORY CARD」on the option menu screen, the memory card menu will be displayed. Use the up and down direction keys to select, and press the ○ button to confirm.

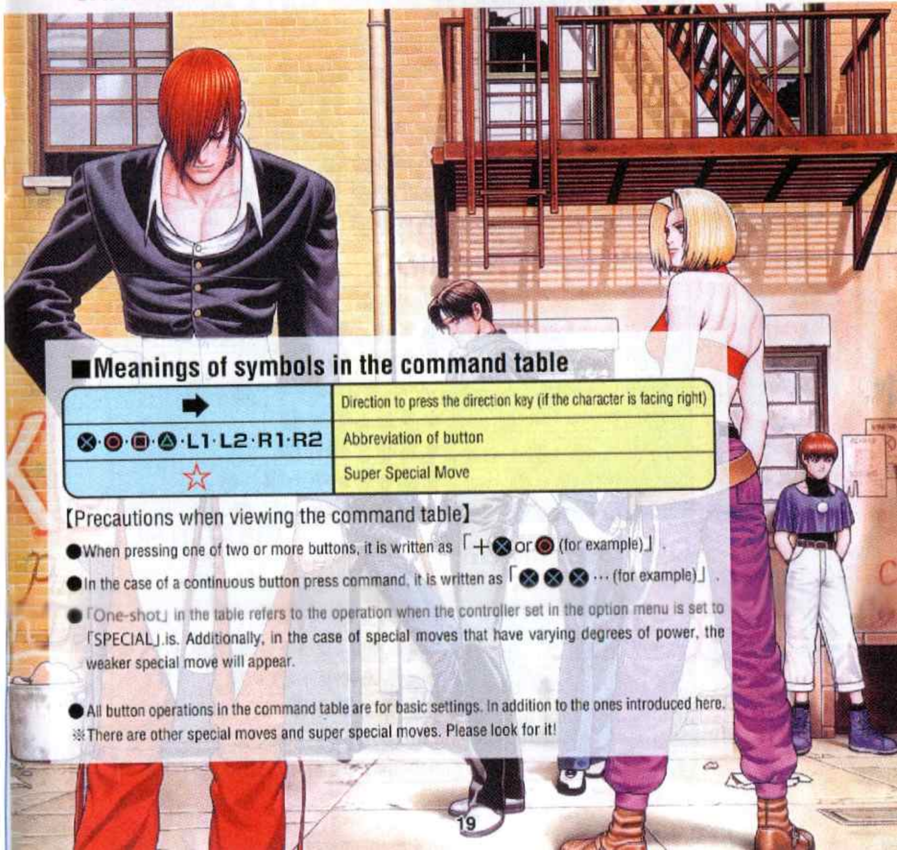
●DATA SAVE……Saves the option menu settings to a memory card (sold separately) to prevent them from becoming sticky. Once you have made your decision, the message「Do you want to save?」will be displayed at the bottom of the screen, so select「Yes」using the left and right arrow keys, then press the ○ button to confirm.

●DATA LOAD……Load the saved settings from the memory card. Once you have made your decision, the message「Do you want to load?」will be displayed at the bottom of the screen, so select「Yes」using the left and right arrow keys, and press the button ○ to confirm.



●EXIT ……………Return to the option menu screen.

CHARACTER & SPECIAL MOVE COMMAND INTRODUCTION



■Meanings of symbols in the command table

➡	Direction to press the direction key (if the character is facing right)
✕·○·□·△·L1·L2·R1·R2	Abbreviation of button
☆	Super Special Move

【Precautions when viewing the command table】

●When pressing one of two or more buttons, it is written as「+✕or○ (for example)」.

●In the case of a continuous button press command, it is written as「✕✕✕… (for example)」.

●「One-shot」in the table refers to the operation when the controller set in the option menu is set to「SPECIAL」is. Additionally, in the case of special moves that have varying degrees of power, the weaker special move will appear.

●All button operations in the command table are for basic settings. In addition to the ones introduced here.
※There are other special moves and super special moves. Please look for it!

KYO KUSANAGI



MOVE NAME	COMMAND	ONE SHOT
100 Shiki: Oniyaki	→↓↘+✕ or □	R1
114 Shiki: Aragami	↓↘→+✕	R2
R.E.D. Kick	←↓↙+○ or △	L1
115 Shiki: Dokugami	↓↘→+□	
☆ Ura 108 Shiki: Orochi Nagi	↓↙←↙↓↘→+✕ or □	
☆ Saishuu Kessen Ougi "Mu Shiki"	↓↘→↓↘→+✕ or □	L2

BENIMARU NIKAIDO



MOVE NAME	COMMAND	ONE SHOT
Raijinken	↓↘→+✕ or □	R1
Shinkuu Katategoma	↓↙←+✕ or □	R2
Benimaru Collider	(close) →↘↓↙←→+✕ or □	(close) L1
Super Inazuma Kick	→↓↘+○ or △	
Iai Geri	↓↘→+○ or △	
☆ Raikoken	↓↘→↓↘→+✕ or □	
☆ Elec-trigger	(close)(→↘↓↙←) x2+✕ or □	(close) L2

GORO DAIMON



MOVE NAME	COMMAND	ONE SHOT
Jirai Shin	→↓↘+✕ or □	R1
Tenchi Gaeshi	(close) →↘↓↙←→+✕ or □	(close) R2
Uru Nage	→↘↓↙←→+○ or △	L1
Chou Ukemi	↓↙←+○ or △	
☆ Jigoku Gokuraku Otoshi	(close)(→↘↓↙←) x2+✕ or □	
☆ Arashi Noyama: Nekko Meki	(close)(←↙↓↘→) x2+○ or △	(close) L2

TERRY BOGARD



MOVE NAME	COMMAND	ONE SHOT
Burn Knuckle	↓↙←+✕ or □	R1
Power Wave	↓↘→+✕ or □	R2
Power Charge	←↙↓↘→+○ or △	L1
Rising Tackle	→↓↘+✕ or □	
☆ Power Geyser	↓↙←↙→+✕ or □	
☆ High Angle Geyser	↓↘→↓↘→+○ or △	L2

ANDY BOGARD



MOVE NAME	COMMAND	ONE SHOT
Zan Ei Ken	↙→+✕ or □	R1
Hi Sho Ken	↓↙←+✕ or □	R2
Geki Heki Hai Sui Shou	(close) ←↙↓↘→+✕ or □	(close) L1
Sho Ryu Dan	→↓↘+✕ or □	
☆ Cho Reppa Dan	↓↙←↙↓↘→+○ or △	
☆ Hisho Ryusei Ken	↓↘→↓↘→+✕ or □	L2

JOE HIGASHI



MOVE NAME	COMMAND	ONE SHOT
Hurricane Upper	←↙↓↘→+✕ or □	R1
Tiger Kick	→↓↘+○ or △	R2
Ougon no Kakato	↓↙←+○ or △	L1
Baku Retsu Ken	✕✕✕… or □□□…	
☆ Screw Upper	↓↘→↓↘→+✕ or □	
☆ Baku Retsu Hurricane Tiger Kakato	↓↘→↘↓↙←+✕ or □	L2

RYO SAKAZAKI



MOVE NAME	COMMAND	ONE SHOT
Ko Ou Ken	↓↘→+× or □	R1
Koh Hoh	→↓↘+× or □	R2
Mou Ko Rai Jin Setsu	↓↘→+○ or △	L1
☆ Ryu Ko Ranbu	↓↘→↘↓↙←+× or □	
☆ Haoh Shoko Ken	→←↙↓↘→+× or □	
☆ Tenchi Haoh Ken	↓↘→↓↘→+× or □	L2

ROBERT GARCIA



MOVE NAME	COMMAND	ONE SHOT
Ryuu Geki Ken	↓↘→+× or □	R1
Hien Shippu Kyaku	→↘↓↙←+○ or △	R2
Ryuu Zan Shou	→↓↘+○ or △	L1
Ryuu Ga	→↓↘+× or □	
☆ Ryu Ko Ranbu	↓↘→↘↓↙←+× or □	
☆ Haoh Shokoh Ken	→←↙↓↘→+× or □	
☆ Muei Shippuu Juudan Kyaku	↓↘→↓↘→+○ or △	L2

YURI SAKAZAKI



MOVE NAME	COMMAND	ONE SHOT
Ko Ou Ken	↓↘→+× or □	R1
Rai Kho Ken	↓↘→+○ or △	R2
Hyaku Retsu Binta	→↘↓↙←+× or □	L1
Hien Senpuu Ken	↓↙←+× or □	
Hien Senpuu Kyaku	↓↙←+○ or △	
☆ Haoh Shokoh Ken	→←↙↓↘→+× or □	
☆ Hien Rekkou	↓↘→↓↘→+× or □	L2

LEONA



MOVE NAME	COMMAND	ONE SHOT
Moon Slasher	↓ Hold ↑+× or □	R1
Grand Saber	← Hold →+○ or △	R2
Baltic Launcher	← Hold →+× or □	L1
I Slasher	↓↙←+× or □	
☆ V Slasher	in the AIR ↓↘→↘↓↙←+× or □	
☆ Rebel Spark	↓↙←↙↓↘→+○ or △	L2

RALF



MOVE NAME	COMMAND	ONE SHOT
Gatling Attack	← Hold →+× or □	R1
Kyukoka Bakudan Punch	↓ Hold ↑+× or □	R2
Kyukoka Bakudan Punch(in the AIR)	in the AIR ↓↘→+× or □	
Ralf Kick	← Hold →+○ or △	L1
Vulcan Punch	×××...or □□□...	
☆ Bari Bari Vulcan Punch	↓↘→↘↓↙←+× or □	
☆ Galactica Phantom	↓↘→↓↘→+× or □	L2

CLARK



MOVE NAME	COMMAND	ONE SHOT
Super Argentine Backbreaker	Close ←↙↓↘→+○ or △	Close R1
Rolling Cradler	←↙↓↘→+× or □	R2
Frankensteiner	→↓↘+○ or △	L1
Vulcan Punch	×××...or □□□...	
☆ Ultra Argentine Back Breaker	Close (→↘↓↙←) x2+× or □	
☆ Running Three	(←↙↓↘→) x2+○ or △	L2

ATHENA ASAMIYA



MOVE NAME	COMMAND	ONE SHOT
Psycho Ball Attack	↓↙←+×or□	R1
Phoenix Arrow	(in the AIR)↓↙←+×or□	(in the AIR) R2
Psycho Reflector	→↘↓↙←+○or△	L1
Super Psychic Throw	(close) ←↙↓↘→+□	
Psycho Teleport	↓↘→+○or△	
☆ Shining Crystal Bit	←→↘↓↙←+×or□	
☆ Phoenix Fang Arrow	(in the AIR)↓↘→↓↘→+×or□	(in the AIR) L2

SIE KENSOU



MOVE NAME	COMMAND	ONE SHOT
Chou Kyuu Dan	↓↙←+×or□	R1
Ryu Gaku Sai	←↓↙+○or△	R2
Ryu Renga Chi Ryuu	←↙↓↘→+×or□	L1
Ryu Renda	(close)→↓↘+×××...or□□□...	
☆ Shin Ryuu Seiou Rekkyaku	↓↘→↘↓↙←+△	
☆ Sen Ki Hakkei	(close) ↓↘→↓↘→+×or□	(close) L2

CHIN GENTSAI



MOVE NAME	COMMAND	ONE SHOT
Hyoutan Geki Jaku	↓↙←+×or□	R1
Ryuu Rin Hou Rai	→↓↘+×or□	R2
Bogetsu Sui	↓↙←+○or△	L1
KaitenTeki Kuu Totsu Ken	←↙↓↘→+○or△	
☆ Gou Ran Enpou	↓↘→↓↘→+×or□	
☆ Gou En Shourai	↓↘→↘↓↙←+×or□	L2

CHIZURU KAGURA



MOVE NAME	COMMAND	ONE SHOT
100 Katso Tenjin no Kotowari	→↓↘+×or□	R1
108 Katsu Tamayura no Shitsune	←↙↓↘→+×or□	R2
202 Katsu Otsu Shiki Choumon no Isshin	↓↘→+×·○·□·△either	L1
212 Katsu Shinsoku no Norito	→↘↓↙←+×·○·□·△either	
☆ Ichimen 85 Katsu Reigi no Ishizue	↓↙←↙↓↘→+×or□	
☆ Ichimen Ikkatsu San Rai no Fu Jin	↓↘→↓↘→+○or△	L2

MAI SHIRANUI



MOVE NAME	COMMAND	ONE SHOT
Kachosen	↓↘→+×or□	R1
Hisatsu Shinobibachi	←↙↓↘→+○or△	R2
Hakuro no Mai	→↓↘+×or□	L1
Ryuenbu	↓↙←+×or□	
☆ Cho Hissatsu Shinobibachi	↓↙←↙↓↘→+○or△	
☆ Houou no Mai	↓↙←↓↙←+×or□	L2

KING



MOVE NAME	COMMAND	ONE SHOT
Venom Strike	↓↘→+○or△	R1
Tornado Kick	→↘↓↙←+○or△	R2
Mirage Kick	←↙↓↘→+○or△	L1
Surprise Rose	→↓↘+×or□	
☆ Illusion dance	↓↘→↘↓↙←+○or△	
☆ Silent Flash	↓↙←↓↙←+○or△	L2

KIM KAPHWAN



MOVE NAME	COMMAND	ONE SHOT
Hi En Zan	↓(HOLD)↑+ ○ or △	R1
Han Getsu Zan	↓↙←+ ○ or △	R2
Kuu Sa Jin	↓(HOLD)↑+ ✕ or □	L1
Hishou kyaku	(in the AIR)↓↘→+ ○ or △	
☆ Houhoh Kyaku	↓↙←↙→+ ○ or △	
☆ Houhoh Tenbu Kyaku	(in the AIR)↓↘→↘↓↙←+ ○ or △	(in the AIR) L2

CHANG KOEHAN



MOVE NAME	COMMAND	ONE SHOT
Tekkyu Funsai Geki	←(HOLD)→+ ✕ or □	R1
Tekkyu Hi En Zan	↓(HOLD)↑+ ○ or △	R2
Dai Hakai Nage (Throw)	(CLOSE)→↘↓↙←→+ ✕ or □	(CLOSE) L1
Tekkyu Dai Kaiten	✕✕✕...or □□□...	
☆ Tekkyu Dai Bousou	↓↘→↘↓↙←+ ✕ or □	
☆ Tekkyu Dai Assatsu	↓↘→↓↘→+ ✕ or □	L2

CHOI BOUNGE



MOVE NAME	COMMAND	ONE SHOT
Tatsumaki Shippuu Zan	↓(HOLD)↑+ ✕ or □	R1
Hishou Kuu Retsu Zan	↓(HOLD)↑+ ○ or △ (hold down)	R2 (hold down)
Kaiten Hi En Zan	←(HOLD)→+ ✕ or □	L1
Senpuu Hi En Shitozsu	←(HOLD)→+ ○ or △	
☆ Shin! Chouzetsu Tatsumaki Shinkuu Zan	(→↘↓↙←) x2 + ✕ or □	
☆ Houou Kyaku	↓↘→↘↓↙←+ ○ or △	L2

RYUJI YAMAZAKI

MOVE NAME	COMMAND	ONE SHOT
Hebi Tsaku(Gedan, Chuudan, Uwadan)	↓↙←+ ✕ or ○ or □ (hold to delay)	R1 (upper tier only)
SadoMaso	←↙↓↘→+ ○ or △	R2
Sabaki no Aikuchi	→↓↘+ ✕ or □	L1
Bai Gaeshi	↓↘→+ ✕ or □	
☆ Guillotine	↓↘→↓↘→+ ✕ or □	L2
☆ Yondan Drill	(CLOSE)(←↙↓↘→) x2+ ✕ or □	



BLUE MARY

MOVE NAME	COMMAND	ONE SHOT
M. Spider	↓↘→+ ✕ or □	R1
Straight Slice	←(HOLD)→+ ○ or △	R2
Vertical Arrow	→↓↘+ ○ or △	L1
Spin Fall	↓↘→+ ○ or △	
☆ M. Splash Rose	(CLOSE)(→↘↓↙←) x2+ ○ or △	
☆ M. Dynamite Swing	↓↘→↓↘→+ ○ or △	L2



BILLY KANE

MOVE NAME	COMMAND	ONE SHOT
San Setsu Kon Chu Dan Uchi	←↙↓↘→+ ✕ or □	R1
Kyou Shuu Hishou Kon	→↓↘+ ○ or △	R2
Senen Satsu Kon	→↓↘+ ✕ or □	L1
Senpu Kon	✕✕✕...	
☆ Cho Kaen Senpu Kon	↓↘→↘↓↙←+ ✕ or □	L2
☆ Dai Senpuu	↓↘→↓↘→+ ✕ or □	



YASHIRO NANAKASE



MOVE NAME	COMMAND	ONE SHOT
Missile Might Bash	→↘↓↙← + ⊗ or □	R1
Sledgehammer	↓↙← + ⊗ or □	R2
Jet Counter	←↙↓↘→ + ⊗ or □	L1
Upper Duel	→↓↘ + ⊗ or □	
☆ Million Bash Stream	↓↙←↙↓↘→ + ⊗ or □	L2
☆ Final Impact	↓↘→↓↘→ + ⊗ or □ (hold to power up)	

SHERMIE



MOVE NAME	COMMAND	ONE SHOT
Shermie Whip	→↓↘ + ○ or △	R1
Axle Spin Kick	↓↙← + ○ or △	R2
Shermie Spiral	(CLOSE) ←↙↓↘→ + ⊗ or □	(CLOSE) L1
Shermie Spiral	←↙↓↘→ + ○ or △	
☆ Shermie Flash	(CLOSE)(→↘↓↙←) x2 + ⊗ or □	
☆ Shermie Carnival	(CLOSE)(←↙↓↘→) x2 + ⊗ or □	(CLOSE) L2

CHRIS



MOVE NAME	COMMAND	ONE SHOT
Slide Touch	↓↘→ + ⊗ or □	R1
Hunting Air	→↓↘ + ○ or △	R2
Shooting Dancer Thrust	→↘↓↙← + ⊗ or □	L1
Shooting Dancer Step	→↘↓↙← + ○ or △	
Glider Stomp	(in the AIR) ↓↘→ + ○ or △	
☆ Chain Slide Touch	↓↘→↓↘→ + ⊗ or □	
☆ Twister Drive	↓↙←↓↙← + ○ or △	L2

IORI YAGAMI



MOVE NAME	COMMAND	ONE SHOT
100 Shiki Oni Yaki	→↓↘ + ⊗ or □	R1
108 Shiki Yami Barai	↓↘→ + ⊗ or □	R2
212 Shiki Koto Tsuki In	→↘↓↙← + ○ or △	L1
127 Shiki Aoi Hana	↓↙← + ⊗ or □ (3 times in a row)	
☆ Kin 1211 Shiki Ya Otome	↓↘→↘↓↙← + ⊗ or □	
☆ Ura 108 Shiki Ya Sakazuki	↓↙←↙↓↘→ + ⊗ or □	L2

SHINGO YABUKI



MOVE NAME	COMMAND	ONE SHOT
100 Shiki Oni Yaki Mikansei	→↓↘ + ⊗ or □	R1
114 Shiki Ara Kami Mikansei	↓↘→ + ⊗	R2
Shingo Kick	←↙↓↘→ + ○ or △	L1
115 Shiki Doku Kami Mikansei	↓↘→ + □	
101 Shiki Oboro Guruma Mikansei	↓↙← + ○ or △	
☆ Ge Shiki Kake Hou Rin	↓↘→↓↘→ + ⊗ or □	L2
☆ Burning Shingo	↓↙←↙↓↘→ + ⊗ or □	

PRECAUTIONS OF USE

●This disc is software exclusively for the home video game computer "PlayStation". Please do not use this product with other models, as this may cause equipment malfunction or may have a negative impact on your ears and other health. ●This disc is compatible only with the Japanese version of the "PlayStation" with the NTSC | J mark or FOR SALE AND USE IN JAPAN ONLY . It cannot be used with overseas version of "PlayStation". ●Please carefully read this 「Instruction Manual」 and the 「Instruction Manual」 and 「For Safety」 of the "PlayStation" unit, and use the product in the correct manner.

●When inserting this disc into the PlayStation console, be sure to turn the label (the part where the title, etc. is printed) upward. Also, press the center part lightly to stabilize the disc. ●If you want to remove the disc from the PlayStation console after playing, press the open button on the console and make sure the disc has completely stopped rotating. Never touch a rotating disc as this may cause injury, damage to the disc, or damage to the unit. ●Handle the disc to avoid fingerprints, dirt, scratches, etc. on both sides. Also, please do not attach stickers, etc., or write words or pictures with pencils, pens, etc. ●If the disc becomes dirty, use a soft cloth like eyeglass cloth to wipe it gently in a radial direction from the inner circumference to the outer circumference. At this time, do not use record cleaners or solvents. ●Never use cracked or deformed discs, or discs that have been repaired with adhesive, etc., as this may cause malfunction. ●Do not store in direct sunlight, near heating equipment, or other high-temperature locations. Also, avoid humid places. ●Never place or drop any heavy items on top of the case or discs, as this may cause damage and injury. ●After playing, return the disc to the case and store it out of reach of children. ●Please note that we cannot compensate for scratches, damage, etc. caused by incorrect handling by the customer.

●Never connect the "PlayStation" console to a screen-projection television (projection television). Screen burn may occur due to the amount of afterimage light. ●Depending on the software, a memory card may be required. Please check the 「Explanation Manual」.

HEALTH PRECAUTIONS

●When playing, please take a 15 minute break every hour for your health. ●Avoid playing when you are tired or lack of sleep. ●When playing, please brighten the room and move away from the TV screen as much as possible. ●On rare occasions, some people may experience symptoms such as temporary muscle spasms or loss of consciousness when exposed to strong light stimulation or watching a television screen that repeatedly flashes. If you have experienced this, be sure to consult your doctor beforehand. Also, if you experience any of these symptoms while watching the game, stop playing immediately and consult a doctor.



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Payer address name	Please write your postal code, address, name, and phone number.		

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(Contact information) 1-6 Enoki-cho, Suita-shi, Osaka 564-0053 SNK Co., Ltd. SNK Supporters Club Office
☎06(339)3610 [Reception hours] 10:00 AM to 5:00 PM (Saturday) · Excluding Sundays and holidays)

SNK. SNK Co., Ltd.
Head Office 1-6 Enokicho, Suita City, Osaka Prefecture
★ Latest information on the internet. http://www.neogeo.co.jp
If you have any questions regarding the game content, etc., please contact us below.

SNK telephone service	Tokio 03(5275)6200 Osaka 06(339)0110

※Please check the phone number carefully and dial correctly.

SLPM 86084